



 **STARTER**

 **JUNIOR**

 **EXPERT**

 **MASTER**

GAME RULES

The apple game board is divided into 5 horizontal segments that can each be rotated 180°:

- The frontside segments are indicated by numbers 1 – 5
- The backside segments are indicated by letters A-E for each apple segment.

1 Choose a challenge. Create a game board as shown by mixing the correct sides of the apple. All 15 Starter challenges use the same setup (12C4E). All Junior challenges also use the same setup (1BCD5). However Expert and Master challenges use a different setup for each challenge.

2 Place the 3 caterpillars on the apple game board. Each caterpillar can be bended in different shapes. All parts of the caterpillars must fit inside the dimples of the apple. No part of a caterpillar can sit on a flat part of the apple. Easy challenges offer hints about the position of some of the caterpillars:

- Colored circles indicate the position on the game board of a caterpillar with that color.
- A yellow, green or blue head indicates that the head of that specific caterpillar **MUST** be placed there. This hint only shows the position of the head, but **NOT** its orientation on the game board!
- A white head indicates that the head of one of the caterpillars **MUST** be placed there. It can be the head of any of the 3 caterpillars. Again it only indicates the position of a head, but not its orientation.
- Often a few of the dimples will remain empty. This is OK.

3 There is only one solution, shown at the end of the challenge booklet.

RÈGLES DU JEU

La «Pomme» représente le plan de jeu. Elle est scindée en CINQ tranches qui peuvent pivoter sur un axe à 180°.

- Sur le recto du plan de jeu, les tranches sont numérotées de 1 à 5
- Sur le verso du plan de jeu, les tranches sont lettrées de A à E

- 1 Choisissez un défi. Configurez la «Pomme» de manière à faire apparaître les informations requises : lettres et chiffres, à la gauche du plan de jeu. Les quinze défis STARTER ne requièrent qu'une seule mise en place : 1-2-C-4-E pour jouer. De même, les quinze défis JUNIOR ne requièrent qu'une seule autre mise en place : 1-B-C-D-5 pour jouer. Les défis EXPERT et MASTER proposeront des mises en place initiales toutes différentes.
- 2 Afin de résoudre le défi, vous DEVREZ réussir à placer à l'intérieur de la Pomme les TROIS chenilles. Celles-ci doivent impérativement tenir INTÉGRALEMENT à l'intérieur des cavités sans dépasser du plan de jeu. Vous pourrez couder les chenilles pour remplir votre objectif, chacune d'elle étant différente.

Les défis les plus faciles donnent des indices quant à l'emplacement des chenilles à l'intérieur de la Pomme :

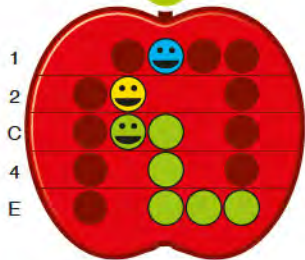
- La couleur d'une pastille indique l'emplacement d'une portion du corps de la chenille de cette couleur.
- Si la pastille correspond à la tête de l'une des chenilles, vous devrez alors l'y placer OBLIGATOIREMENT. Vous devrez ensuite trouver comment placer son corps à l'intérieur de la Pomme...La tête de la chenille n'indiquant en aucune façon dans quelle direction son corps se trouve !
- Si la pastille est neutre, c'est à dire BLANCHE, et qu'une tête de chenille y figure, vous DEVREZ placer la tête de l'une des trois chenilles à cet endroit, sans connaître pour autant la direction de son corps.
- Dans la plupart des défis, certaines cavités restent vides. Cela fait partie du jeu.

- 3 Il n'y a qu'une seule solution à chaque défi que vous trouverez à la fin du livret des défis.

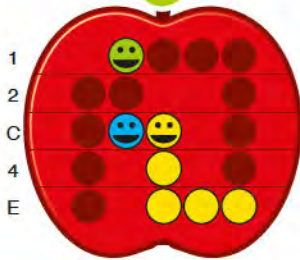
DÉFIS SUPPLÉMENTAIRES

Vous pourrez ajouter des défis à ceux présentés dans le livret en plaçant de manière aléatoire les tranches comme bon vous semble. Il y a de nombreuses façons de préparer le plan de jeu. Dans la plupart des défis, vous pourrez trouver plusieurs solutions.

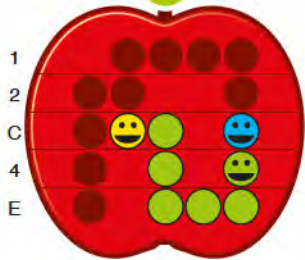
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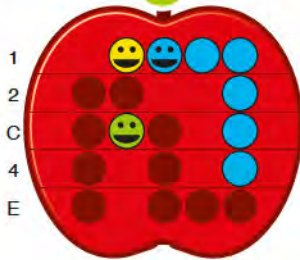
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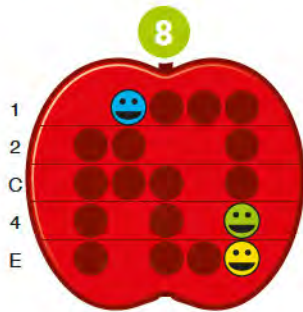
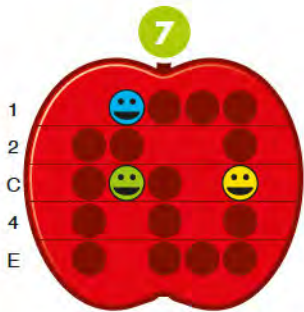
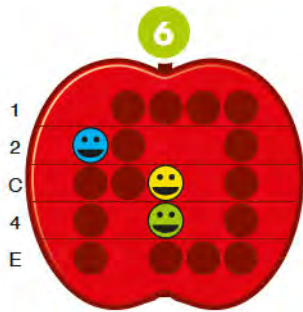
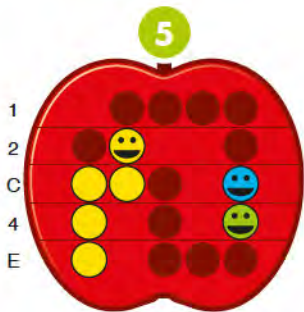


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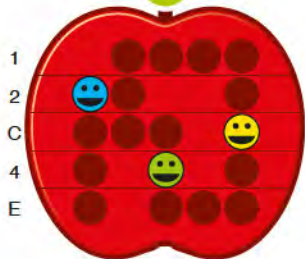


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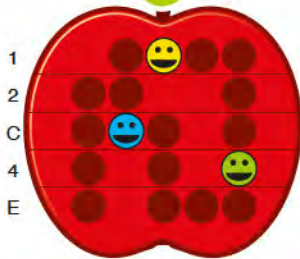




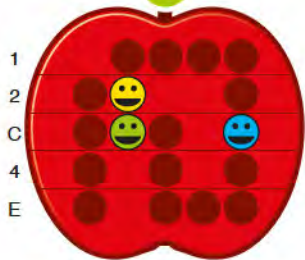
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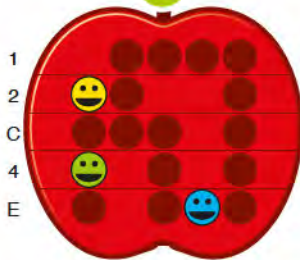
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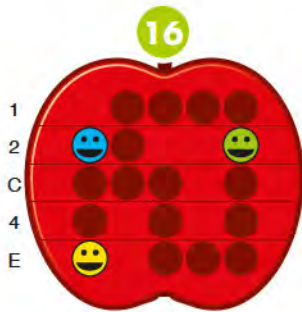
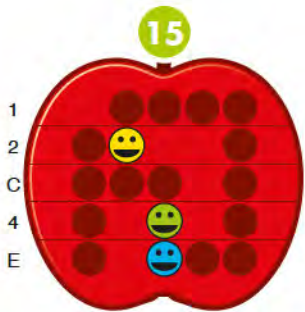
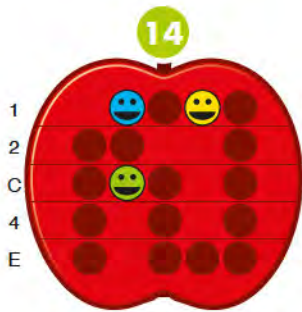
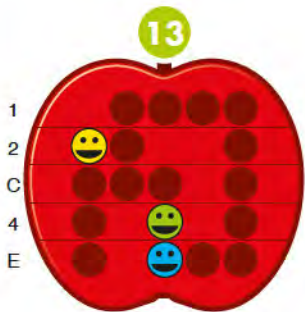
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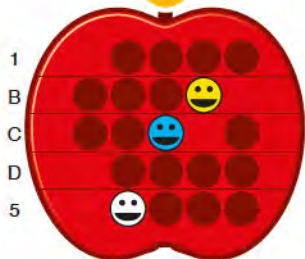
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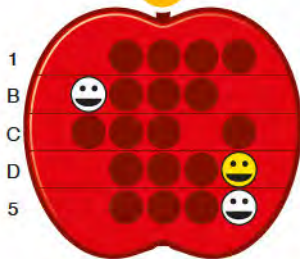
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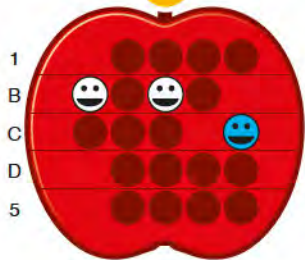
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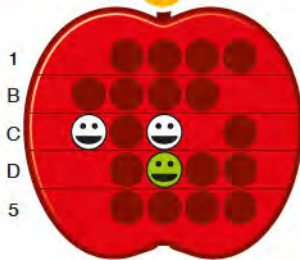
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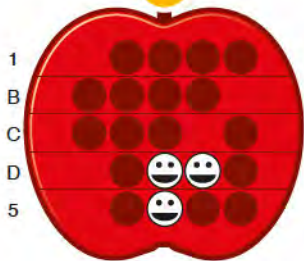
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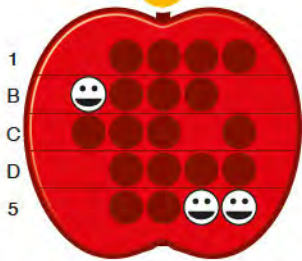
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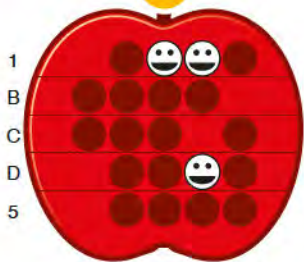
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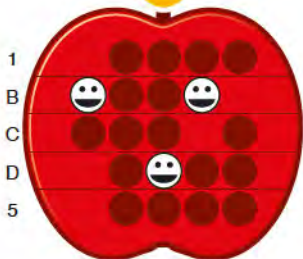
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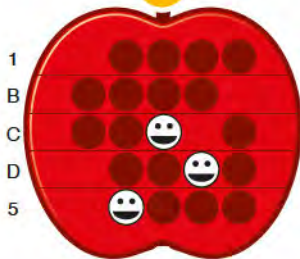
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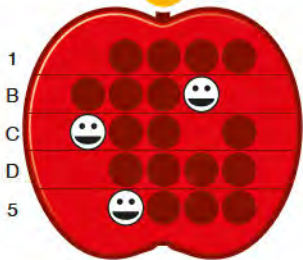
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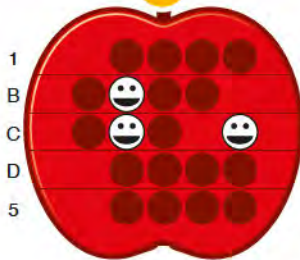
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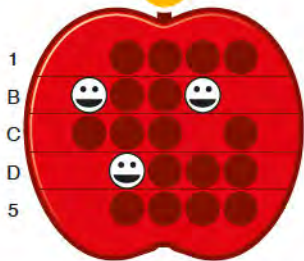
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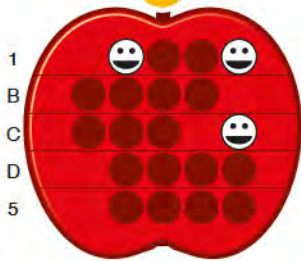
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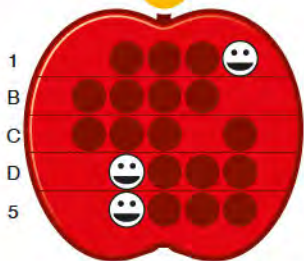
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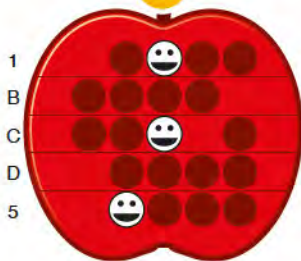
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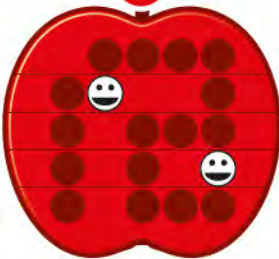
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A
2
C
4
E



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1
2
3
4
E



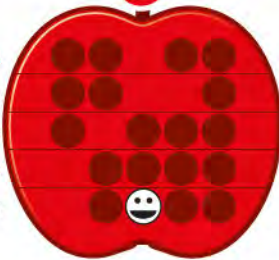
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A
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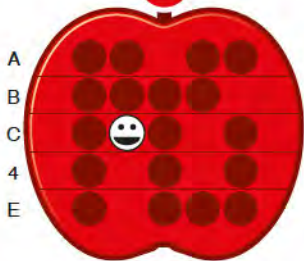


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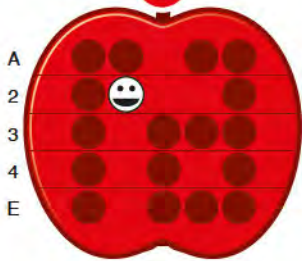
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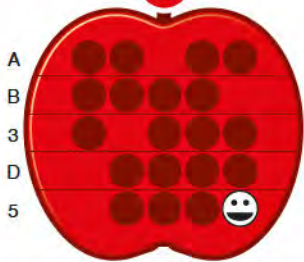
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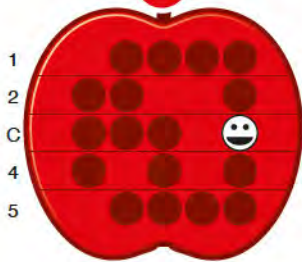
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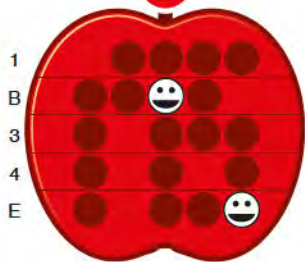
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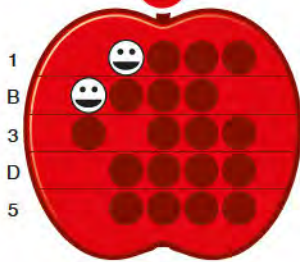
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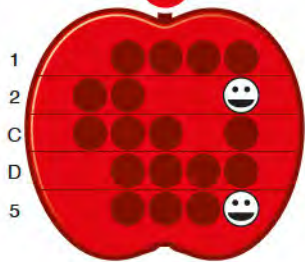
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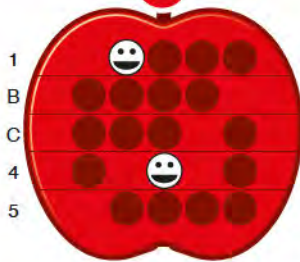
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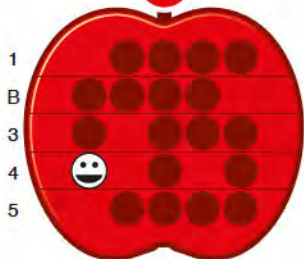
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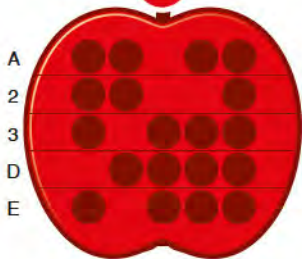
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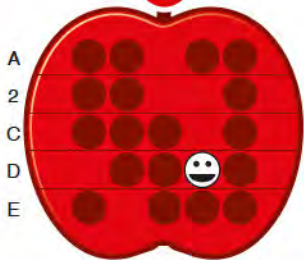
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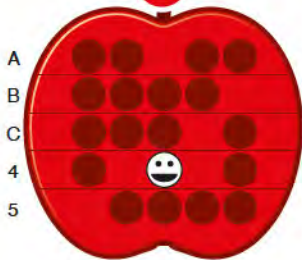
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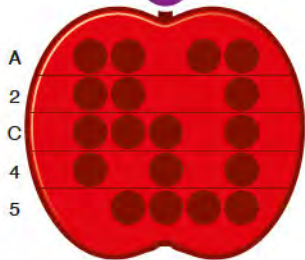
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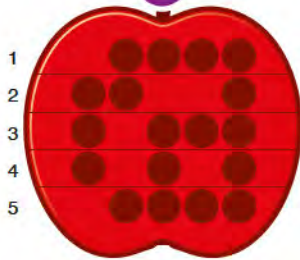
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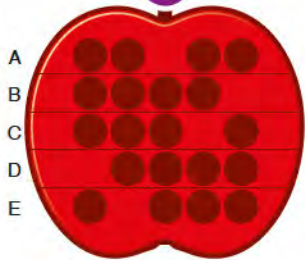
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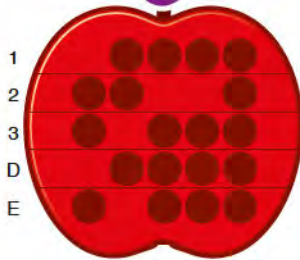
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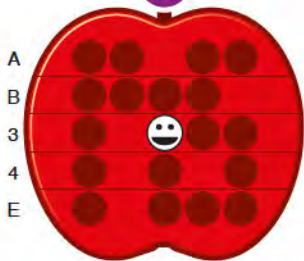
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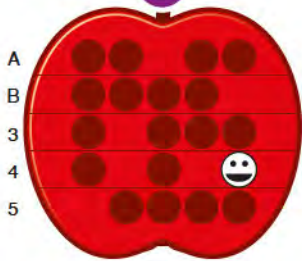
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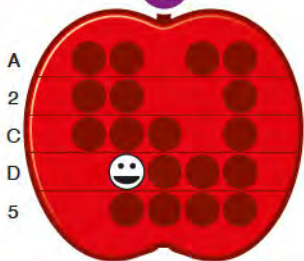
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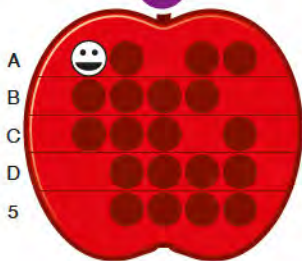
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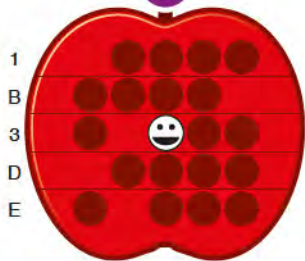
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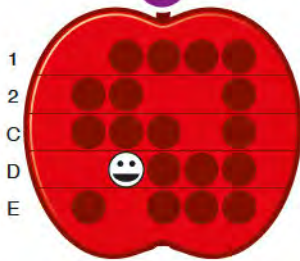
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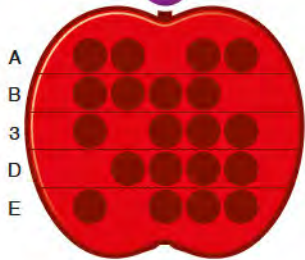
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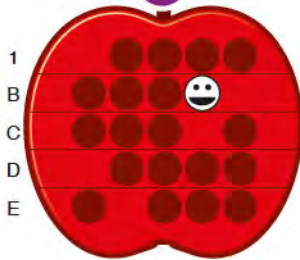
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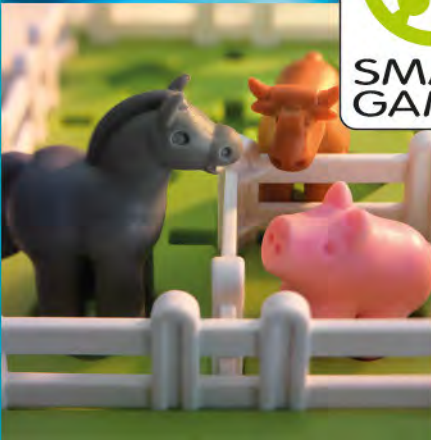
SG 445-A



SG 445-B



SG 445-C





**SMART
GAMES**

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Original product name:

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